"A Brutal Uninhibited Arcade Beat'em Up"

The Plot

An evil scientist discovers a cheap and easy way to manufacture vast quantities of illegal narcotics. His intentions - to turn cities full of people into junkies, all dependent on his supplies.

Mass addiction spreads throughout the city within days - like a deadly plague. Gang violence, looting, mugging - people will do anything to get their next fix, your only chance for survival is to get the crazy scientist yourself and make sure he will never be able to make any drugs again.

Punching, kicking - finding weapons along the way, you fight through hordes of junkies in streets, warehouses and sewers until you reach the mad scientist's laboratory where you must 'deal with him for good'.

The Development Team

Comprises a Software Engineer and Graphic Artist who previously worked for years in the American arcade and home console markets, writing ultra-playable games that have sold around 1 million copies worldwide.

Now writing for the technically superior Acorn RISC based range of computers.

Techno Stuff

Frame Rate	*50 Frames/Second Constant*
Object Code	*Handwritten Arm Code and Basic*
Graphics	*Over 1.5 Mbyte. High Speed Custom Written Graphics Handlers*
Sound	*Digitally Sampled*
Computer	*Archimedes with 1 Mbyte or more*
Inputs	*Keyboard or Joystick*

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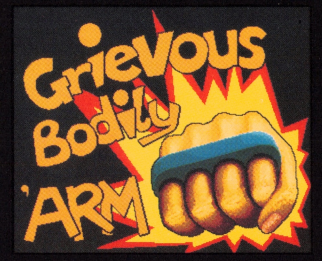
GRIEVOUS BODILY 'ARM

Acorn A3000 & Archimedes

Grievous Bodily 'ARM



Acorn BBC A3000 & ALL Archimedes Computers
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